

Meeting Agenda

Location: Hubben

Date: 25/4 2012

Time: 17:00 - 17:45

Facilitator: Andreas Karlberg

Participants: Andreas Karlberg, Linus Karlsson, Magnus Huttu, Jonathan Kara

1. Objectives (5 min)

How to structure tetrominos in a better way. Decide how to take care of the collision.

How to use the settings in the menu. We have to refactorize the code.

2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

Andreas has a problem with the highscore.

3. Reports (15 min)

The sound classes is done, all we need now is the soundeffect files. The RAD is done.

There have been changes in the BlockBox. We've done the STAND-analyzing for the SDD

4. From previous meetings, solved issues, e. t. c.

The SDD isn't done, but we are making progress.

5. Discussion items (35 min)

How to...

COLLISION

Make a class to the collision called CollisionHandle, which takes the positions of the bullets.

It compares the positions between the bullets and the squares.

SETTINGS

What to have in the settings menu? Change between different themes. Volume sliders for music and sfx. We are going to make a slider of our own, from scratch. We need to find out how to control the volume, and not just turn it on or off.

TETROMINOS

We are going to use a design pattern called "Factory" because all different tetrominos have similar constructors.

6. Outcomes and assignments (5 min)

Magnus - How to shoot

Jonathan - Create sliders

Andreas - Create themeChanger

Linus - SDD, how to shoot

7. Wrap up

a. NA

b. Next meeting will take place 26/4 2012

